FREE WHEELIN'
USA
SANTA
100 Miles
USA
USA
USA
Ubi Soft
ENTERTAINMENT
www.ubisoft.com
HOPLITE
RESEARCH
EVERYONE
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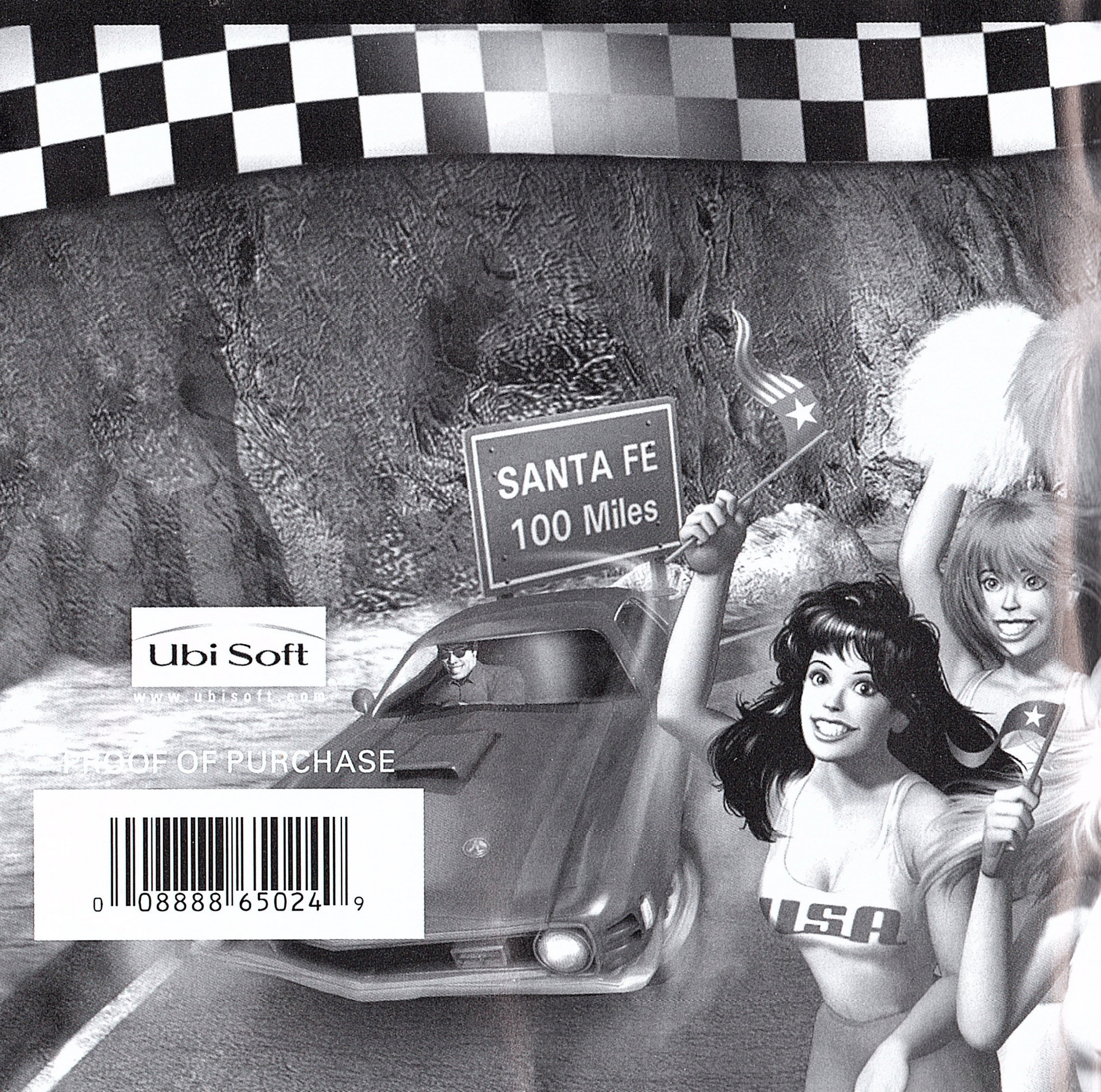
CONTENT RATED BY
ESRB


SANTA FE
100 Miles
Ubi Soft
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PROOF OF PURCHASE
0 08888 65024 9
USA

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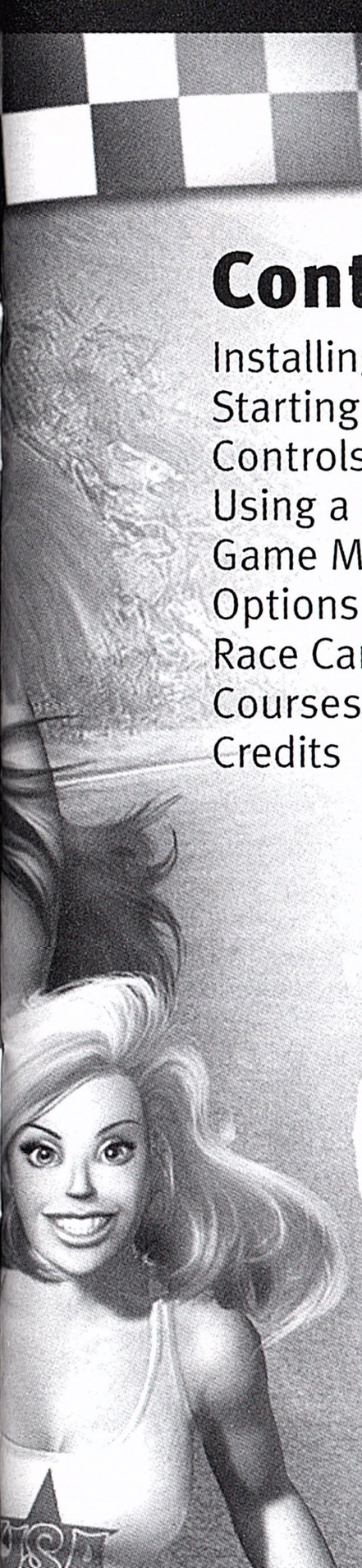


Get ready for some high-speed hijinks across the land of the free and the home of the brave! Muscle cars, exotics, ramblers, and hot rods let loose and burn rubber as you thunder across the great states in search of the Road Rally championship!

Free Wheelin' USA is an arcade Rally racing game that recreates cross-country style rally racing. There are 6 separate Rallies that consist of 2-7 stages between various cities of the American Sunbelt. As you complete each Rally and score in the top three, you will be able to unlock new Rallies and cars.

INSTALLING THE GAME

Before you can begin playing *Free Wheelin' USA*, you must install it to your hard drive. Let's go ahead and do that now:

If you have AUTOPLAY enabled on your CD-ROM drive (the default setting) all you need to do is insert the *Free Wheelin' USA* CD into the drive and close the drive door. After a few seconds, a window will appear on you desktop with instructions on how to install the game.

If you do not have AUTOPLAY enabled, put the *Free Wheelin' USA* CD in the CD-ROM drive and close the drive door. Click on My Computer icon on your desktop and a window will open listing all the drives on your system. One of the drives will have an icon of a wheel and will be labled *Free Wheelin' USA*. Right click on the CD drive to bring up a menu of options. Left click the menu option labled AUTOPLAY. After a few seconds a window will appear on you desktop with instructions on how to install the game.

Click on the Install *Free Wheelin' USA* button to launch the installation program.

STARTING THE GAME

When *Free Wheelin' USA* is installed to your system, a set of program shortcuts are put into a folder in your Start Menu. To start the game, first make sure the *Free Wheelin' USA* CD is in the CD-ROM drive. Next, click the Start menu button in the lower left and click the Programs folder near the top of the menu.

Next, locate a click on the folder called *Free Wheelin' USA*. Inside this folder is a shortcut called *Free Wheelin' USA*. Click this shortcut to start the game.

CONTROLS

Movin' down the highway requires that *Free Wheelin' USA* drivers master the controls of their favorite cars to win that big prize! All of the controls are fully customizable, but have been pre-set for ease of play.

Default Controls:

Up arrow	Accelerate
Left / Right Arrows	Steer right or left
Back Arrow	Brake
Comma/Period	Downshift/Upshift (only in manual shift mode)
1	Camera view – Wheelman mode
2, 3, 4	Camera view – Chase mode
5	Camera view – Track Cam mode
Esc	Quits current race
F2	Cycle rearview mirror (In Car view only)
F3	Cycle timing and position display options
F4	Toggle Speed/Gear dash on/off
F5	Toggle position map on/off
6	Toggle bilinear filtering on/off

+/-	Adjust mirror up/down (In Car view only)
+/-	Zoom camera in/out (Vid Cam view only)

In Dash Stereo:

Keypad 1	Repeat music track
Keypad 2	Skip to the next music track
Keypad 3	Return to the previous music track
Keypad 4	Play the CD one time
Keypad 5	Continuously play the CD
Keypad 6	Play a random mix of music tracks
Keypad 7	Play
Keypad 8	Pause
Keypad 9	Stop

If you want to catch a view of your sweet ride in action, you can use these keys to control your camera while in Chase mode:

INS	Zoom Out
DEL	Swing Left
HOME	Swing Up
END	Swing Down
PG UP	Zoom In
PG DN	Swing Right
O	Resets camera to behind car default

Driving Help:

Enter	Recover
F11	Toggle Automatic/Manual shifting

Other helpful Commands:

P	Pause
A	Horn
Back Space	Look behind
M	Toggle Music on/off
N	Toggle Sound effects on/off

USING A CONTROLLER/WHEEL

Managing and learning how to handle various cars on the highway takes practice and often requires adjustments to the control that the driver is using. Drivers can use either a keyboard, joystick or driving wheel with pedals.

Enable Controller: on/off

Enable Force Feedback: on/off

Controller Dead Zone: Use the slider to set the Dead Zone level. A high dead zone setting means that you move the input device very far before seeing much car movement.

Controller Sensitivity: Use the slider to set the Control Sensitivity level. The higher the sensitivity, the faster the vehicle reacts to the input device.

Automatic Shifting: When set to on, the computer handles the cars' transmission.

Speed Sensitivity: Steering becomes more difficult as your speed increases. Set low for easy steering at any speed or high to prevent over-steering at high speeds.

Realism Mode:

- Arcade: Uses arcade physics and fun.
- Pro: Simulates hard-driving action.

GAME MODES

Down at the garage...
As you prepare for a whirlwind racing tour of the American sunbelt, you'll start with three roadsters ready to begin the cross-country adventure. A new hot rod is added to your garage upon the successful completion of each Rally. Each Rally also has a special Bonus car that is unlocked only if you come in first place overall for that entire Rally.

Main Menu

Race: There are three racing modes to choose from here: Test Drive, Practice, Rally.

Test Drive: Here is the chance to test out a new or different car in your garage before starting a Rally. Hop into your roadster and check out what it can do. Take those tight turns and plow into the dirt and gravel as you learn to master each of the cars' various handling challenges. Remember that each car has its own strengths and weaknesses and it is the hot driver that knows when to pull out of a turn or jam on the accelerator. Practice until you are ready!

Practice: This mode allows you to focus your skills on mastering a particular track with that favorite roadster. You can use any car you have, and choose from any track you have completed or any track in the current Rally. As you complete a rally or track, it is made available for you to master. You have the option of driving it both with or without traffic. When racing in Practice mode, there will be no other opposing race cars.

Rally: This is where it all comes together! After selecting the rally that you have qualified for, you will race against seven other die-hard racers. Your driving skills will be tested to the max as you struggle for position while dodging oncoming traffic. Your position will be shown on the top left if you have selected

that option in the Options Screen. The opposing racers will have their position shown on top of their cars. When in Rally mode, you always race against 7 other racers that will stop at nothing to qualify and make it to the next rally.

Map: When looking across this great land of ours, you'll be able to cycle through each rally showing its destinations and final cities. As you successfully complete a Rally, the next one will become available.

Records: Tracking your progress and matching or beating the best times are listed in the Records screen. It shows your scores and times as you participate in each rally and by track. It also distinguishes between racing in ARCADE mode or PRO Mode.

Music: Banging out your favorite tunes while you're smokin' down the highway is as easy as choosing the tunes in the Music Screen or just putting in your favorite music CD in the CD Drive. Individual music tracks can be selected or de-selected for play, as well as Random play and the Repeat function.

OPTIONS

Putting together the best experience takes time to master. Feel free to adjust your options settings as needed.

Miscellaneous

These are your basic settings that allow you to enjoy different aspects of the game. Each one will enhance and challenge every driver.

Starting Viewpoint: This will determine the camera position from which the player will start as default. Players can change this during the race using some of the keyboard quick keys.

- In Car
- Near
- Mid
- Far

Rearview Mirror: Enables this feature to be used as needed.

- Off
- Simple
- Frame

Heads Up Display (HUD): Enables this feature to be used as needed.

- Off
- Position
- Timing & Position

VCR Files: When you want to review your race or check out some way out of a wreck, make sure to enable this feature. Play it back and amuse your friends or analyze what went wrong!

- Replay Settings
- Replay Time

Graphics & Sounds

Graphics Detail: Players can adjust the detail level of Tracks, Vehicles and the quality of Textures.

- Low
- Medium
- High
- Maximum

Alternate Alpha: Try using this option when your graphics card has trouble displaying Alpha channel transparency. It will help the effect.

Game Music: When selected, the game music plays during gameplay.

Sound Effects: When selected, the sound effects play during gameplay.

Music: This slider controls music volume.

Graphics Options

3D FX Gamma: Use slider bar to adjust the color saturation for the vehicles and tracks, if you are using a 3D FX videocard only.

Screen Resolutions: Set the resolution level for the game. The higher the resolution setting, the more processor intensive the game becomes. A higher resolution setting may result in a lower frame rate.

Sound FX: Controls sound effects volume.

RACE CARS

Gemini:
Wheelbase (inches) – 101
Weight (lbs) – 2658
Horsepower – 536 @7000 rpm
Torque – 459 @6000 rpm
Handling (g) – 0.85

Kenaya:
Wheelbase (inches) – 98
Weight (lbs) – 2437
Horsepower – 634 @7000
Torque – 481 @7000
Handling (g) – 0.81

Hawk:
Wheelbase (inches) – 107
Weight (lbs) – 2658
Horsepower – 598 @7500
Torque – 495 @5500
Handling (g) – 0.79

Rendan:
Wheelbase (inches) – 104
Weight (lbs) – 2647
Horsepower – 569 @7500
Torque – 511 @5000
Handling (g) – 0.87

Cuva:
Wheelbase (inches) – 110
Weight (lbs) – 2658
Horsepower – 614 @7000
Torque – 560 @4500
Handling (g) – 0.84

Plow-200:
Wheelbase (inches) – 135
Weight (lbs) – 2680
Horsepower – 610 @5500
Torque – 593 @5000
Handling (g) – 0.60

Pantea:
Wheelbase (inches) – 114
Weight (lbs) – 2878
Horsepower – 805 @7500
Torque – 627 @6500
Handling (g) – 0.76

Thunder:
Wheelbase (inches) – 101
Weight (lbs) – 2669
Horsepower – 865 @7000
Torque – 695 @4000
Handling (g) – 1.02

Semi:
Wheelbase (inches) – 267
Weight (lbs) – 7929
Horsepower – 798 @6500
Torque – 705 @6000
Handling (g) – 0.31

Taxi:
Wheelbase (inches) – 108
Weight (lbs) – 2680
Horsepower – 609 @7000
Torque – 515 @4000
Handling (g) – 0.72

Fugo:
Wheelbase (inches) – 92
Weight (lbs) – 2305
Horsepower – 565 @7000
Torque – 489 @5500
Handling (g) – 0.66

Camper:
Wheelbase (inches) – 133
Weight (lbs) – 2911
Horsepower – 798 @6500
Torque – 791 @4500
Handling (g) – 0.51

Beater:
Wheelbase (inches) – 108
Weight (lbs) – 2647
Horsepower – 598 @7500
Torque – 495 @5500
Handling (g) – 0.75

Saber:
Wheelbase (inches) – 89
Weight (lbs) – 2858
Horsepower – 686 @6000
Torque – 664 @450
Handling (g) – 0.86

COURSES

ROADTRIP 1
Ft. Lauderdale to Jacksonville

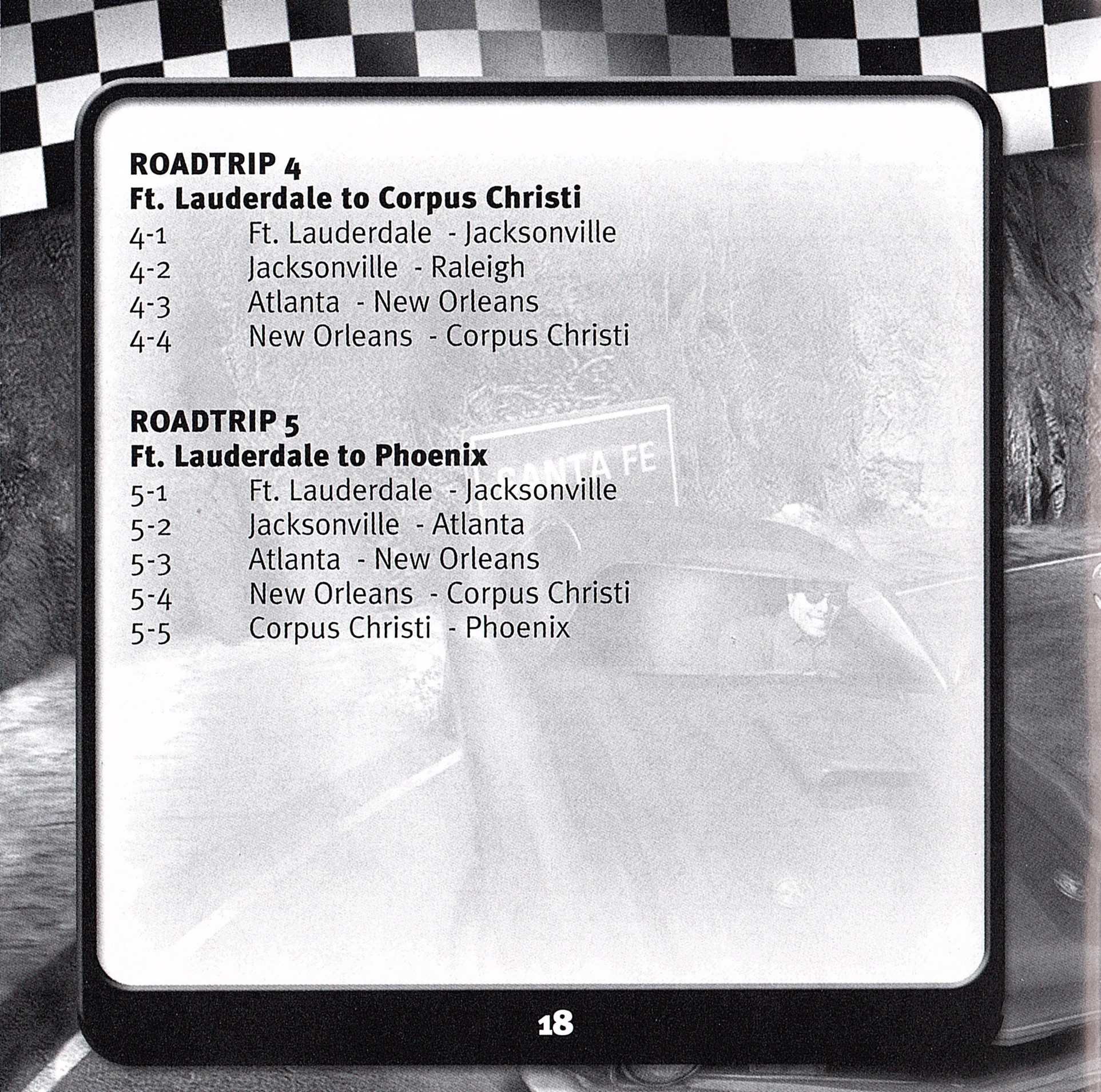
T1	Test Track
1-1	Ft. Lauderdale - Jacksonville

ROADTRIP 2
Ft. Lauderdale to Raleigh

2-1	Ft. Lauderdale - Jacksonville
2-2	Jacksonville - Raleigh

ROADTRIP 3
Ft. Lauderdale to New Orleans

3-1	Ft. Lauderdale - Jacksonville
3-2	Jacksonville - Atlanta
3-3	Atlanta - New Orleans

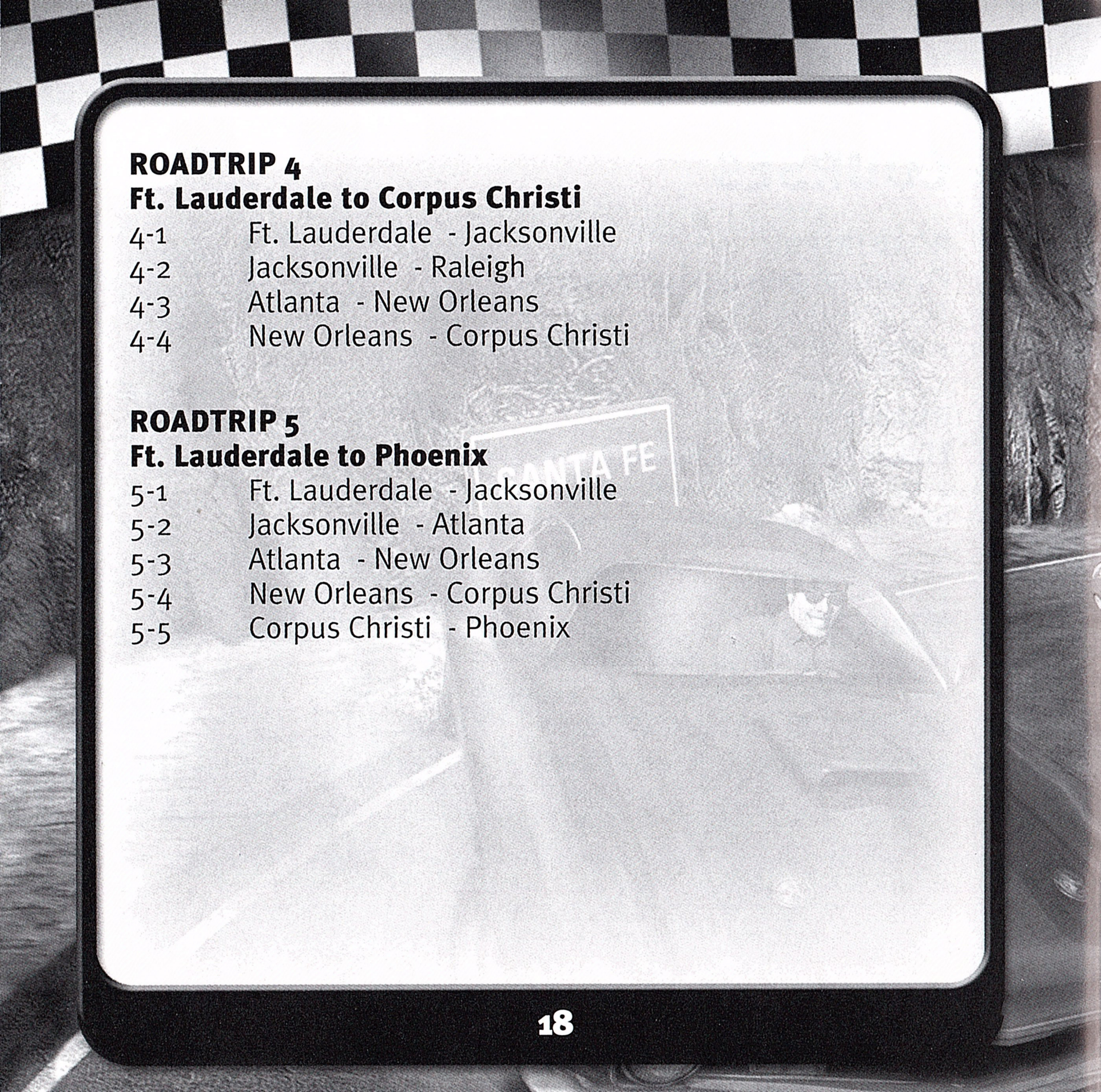


ROADTRIP 4
Ft. Lauderdale to Corpus Christi

4-1 Ft. Lauderdale - Jacksonville
4-2 Jacksonville - Raleigh
4-3 Atlanta - New Orleans
4-4 New Orleans - Corpus Christi

ROADTRIP 5
Ft. Lauderdale to Phoenix

5-1 Ft. Lauderdale - Jacksonville
5-2 Jacksonville - Atlanta
5-3 Atlanta - New Orleans
5-4 New Orleans - Corpus Christi
5-5 Corpus Christi - Phoenix



ROADTRIP 4
Ft. Lauderdale to Corpus Christi

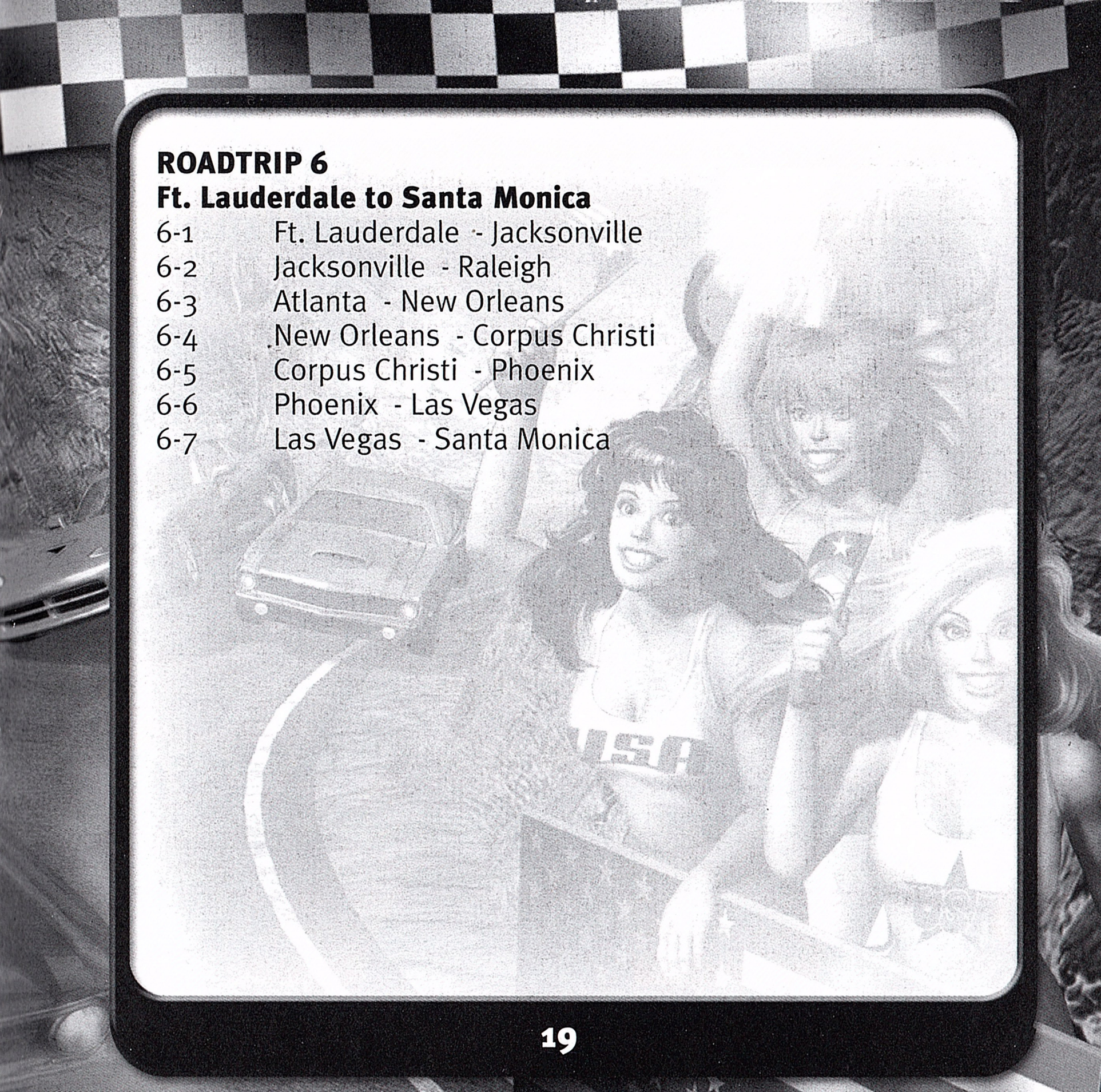
4-1 Ft. Lauderdale - Jacksonville
4-2 Jacksonville - Raleigh
4-3 Atlanta - New Orleans
4-4 New Orleans - Corpus Christi

ROADTRIP 5
Ft. Lauderdale to Phoenix

5-1 Ft. Lauderdale - Jacksonville
5-2 Jacksonville - Atlanta
5-3 Atlanta - New Orleans
5-4 New Orleans - Corpus Christi
5-5 Corpus Christi - Phoenix

ROADTRIP 6
Ft. Lauderdale to Santa Monica

6-1 Ft. Lauderdale - Jacksonville
6-2 Jacksonville - Raleigh
6-3 Atlanta - New Orleans
6-4 New Orleans - Corpus Christi
6-5 Corpus Christi - Phoenix
6-6 Phoenix - Las Vegas
6-7 Las Vegas - Santa Monica



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CREDITS

HOPLITE RESEARCH, LLC

Executive Producer
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Senior Producer
Steve Hutchins

Design
Milt Bland

Programming
Dan Kelmenson

Art Direction
Zackary Baker

Track Environments
Robert Heyden
Sean Spitzer
Ben Fischer
Heidi Harter

Vehicle Models
Bobby Nelson

Interface Art
Ben Fischer

Additional Graphics
Miracle Designs
Red I Studios

Public Relations/
Marketing Support
John Cunningham
Jennifer Paulson

Music
Executive Producer
Billy "The Man" Steele

Composed & Performed By
Boss House Music
Tim P. & Stephen Phillips

UBI SOFT U.S. CREDITS

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Marketing
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Karen Conroe
Randy Gordon
Mona Hamilton
Jag Kanda
Tena Lawry
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A HOPLITE RESEARCH, LLC
PRODUCTION

Technical Support

Help is available online at http://www.ubisoft.com/support.

Before contacting Ubi Soft Technical Support, please first read through this manual, the Technical Support Guide from the Autorun menu, and the readme file. Also, the most recent and thorough help is available online at http://www.ubisoft.com/support. If you are still unable to find an answer to your question, please contact us via one of the methods listed below.

Before Contacting Support:
Please make sure that your computer meets the minimum system requirements, as our support representatives cannot assist customers whose computers do not meet these criteria. Whenever you contact Technical Support, please include the following information:

- Complete Product Title (including version number)
- Exact error message reported (if any) and a brief description of the problem you're encountering
- Processor speed and manufacturer
- Amount of RAM
- CD-ROM or DVD-ROM drive
- Sound Card
- Video and/or 3D accelerator card
- Operating system

Contact us over the Internet:
http://www.ubisoft.com/support

This site takes you to the Ubi Soft Solution Center. Here, you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative.

Contact us by E-Mail:
For fastest response via email, please visit our website at:
http://www.ubisoft.com/support

From this site, you can enter the Ubi Soft Solution Center where you can send in a request for Personal Assistance from a Technical Support Representative. You can also contact our Ubi Soft Support by e-mailing them directly at support@ubisoft.com.

Remember, we can only answer emails quickly if we have all necessary information on your system and the problem. Please ensure that you include all of the bulleted information listed above when requesting help.

It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.

Contact us by Phone:
You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. We cannot give hints or tips over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all the necessary information as listed above at hand.

Be advised that our Technical Support Representatives are available to help you Monday - Friday from 9 am - 9 pm (Eastern Standard Time), excluding holidays.

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email responses usually receive a response in less than 2 business days. If we receive your email, you will receive a response!

Contact us by Standard Mail:
Please do not send returns directly to Ubi Soft without first contacting a Technical Support Representative. If you need to return a product, review the Replacement policy / Warranty in this manual.

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